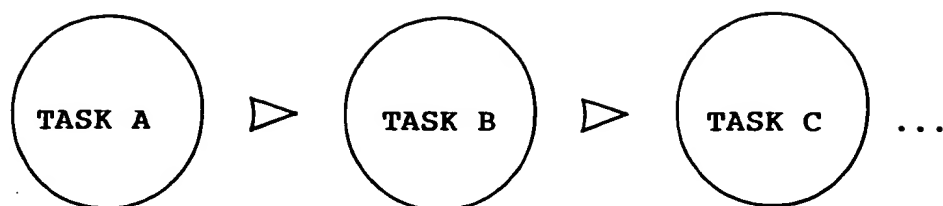


FIG. 1



MACHINE A (CPU) MACHINE B (CPU)

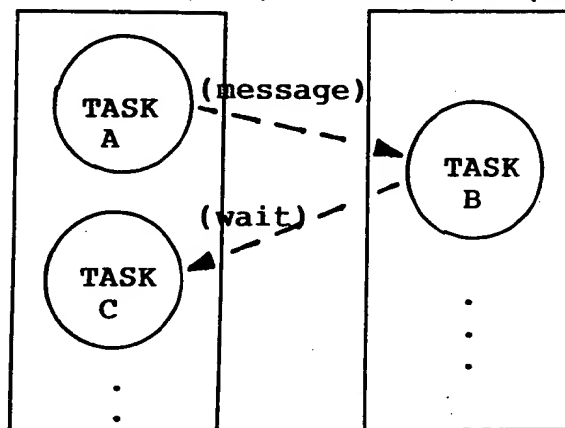
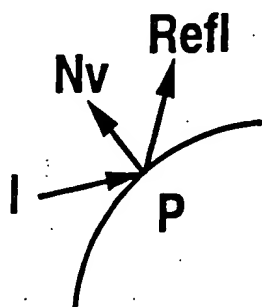


FIG. 2

WAIT problem



- 1) Shading P \rightarrow Pcol
- 2) Shoot Refl Ray
WAITING
- 3) Receive Reflcol
- 4) Pcol + Reflcol

FIG. 3

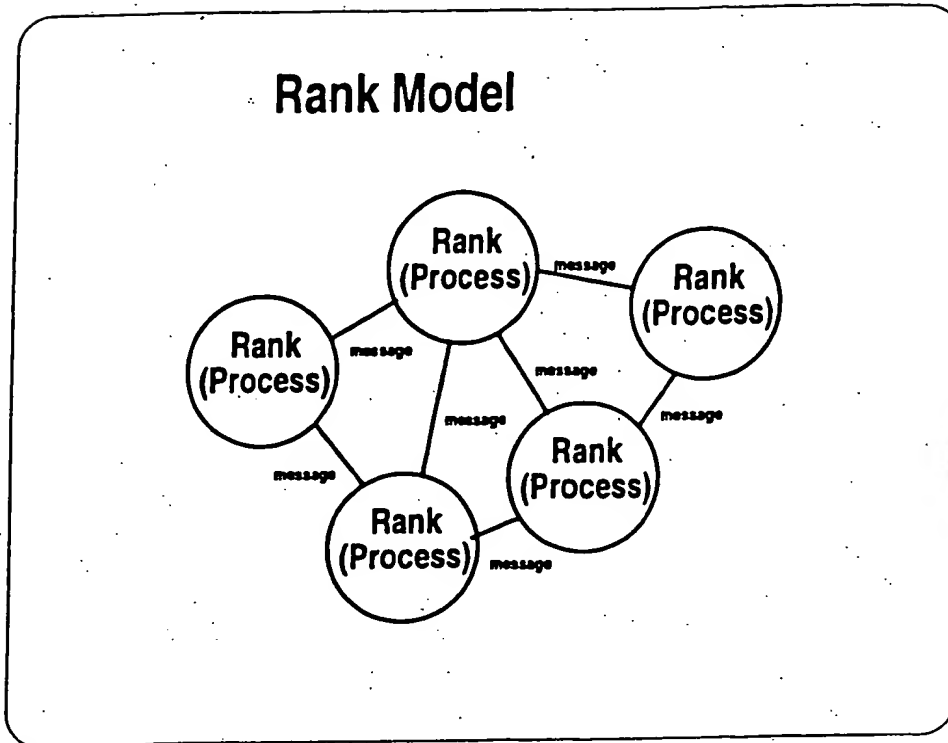


FIG. 4

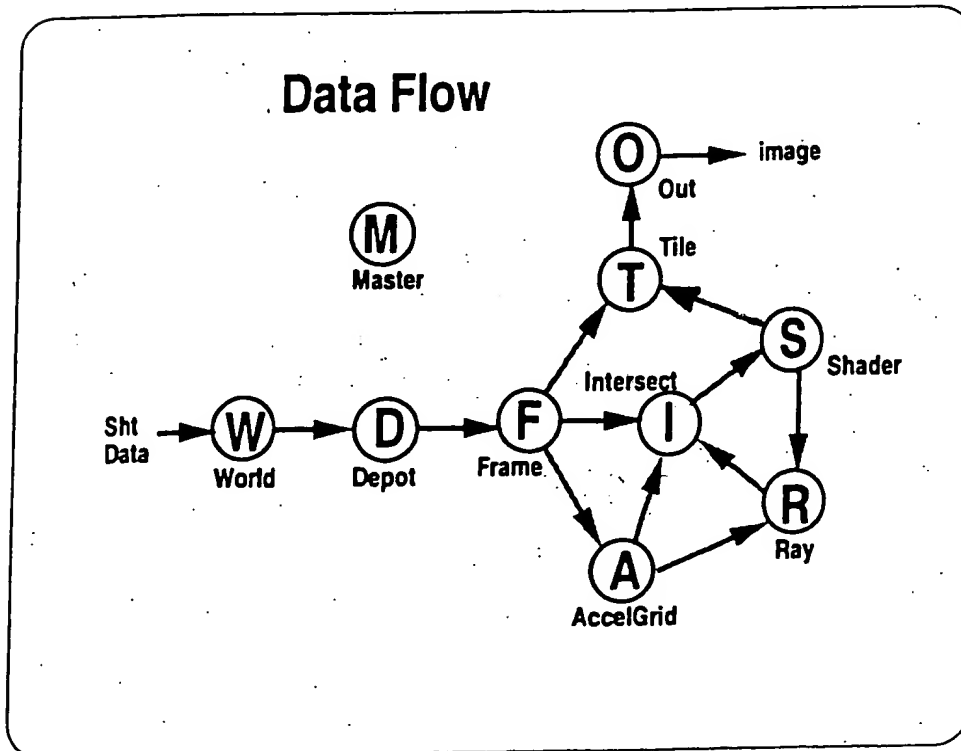


FIG. 5

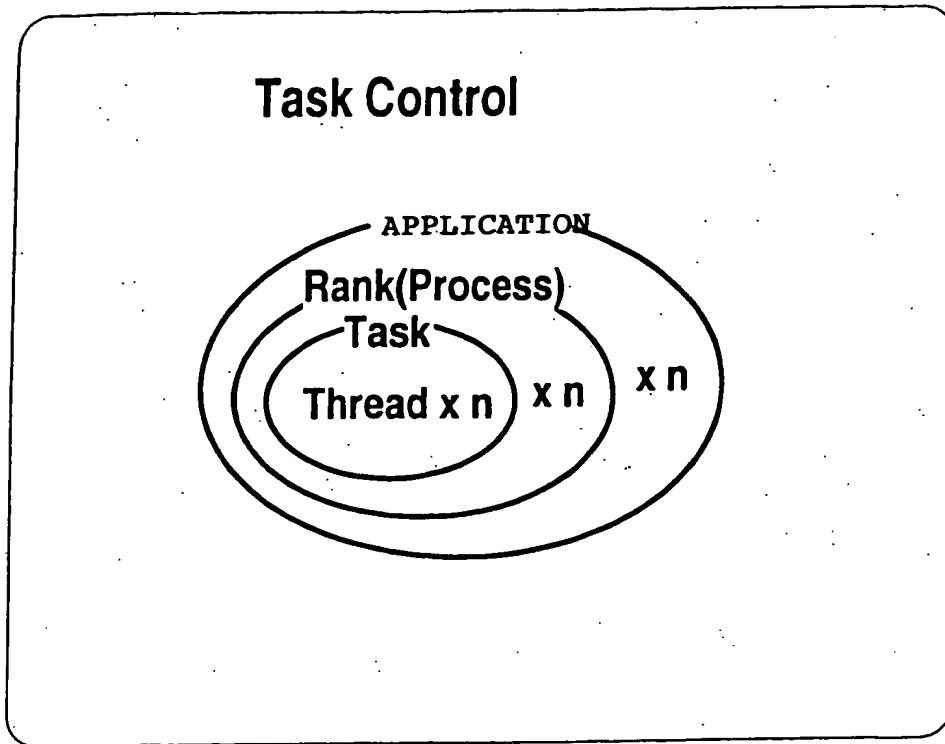


FIG. 6

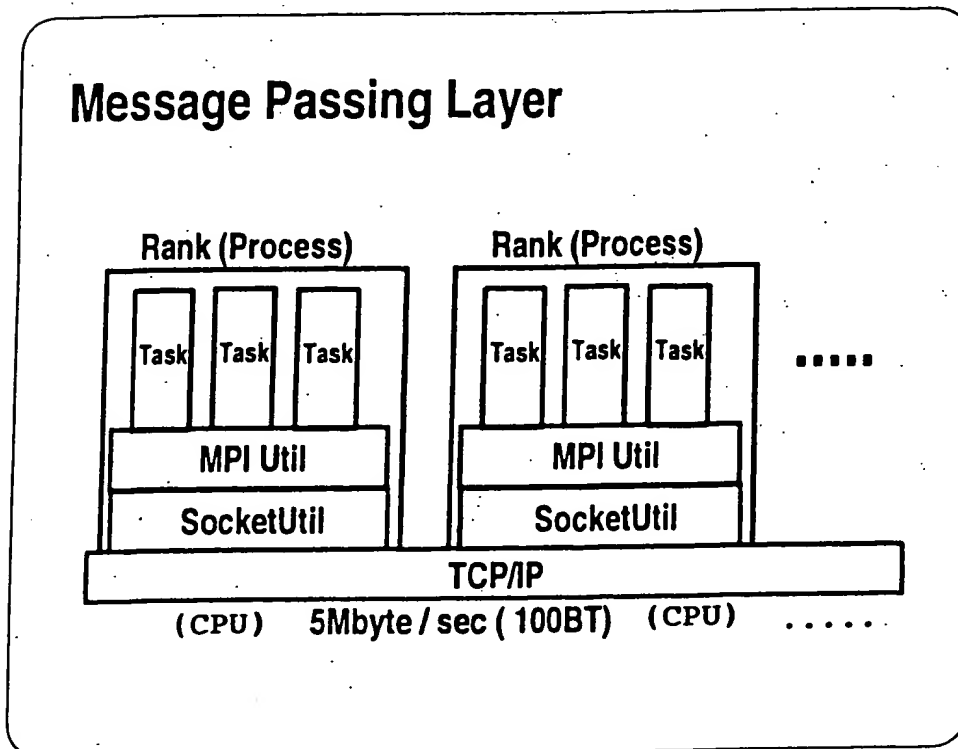


FIG. 7

SPOT Network (Shader)

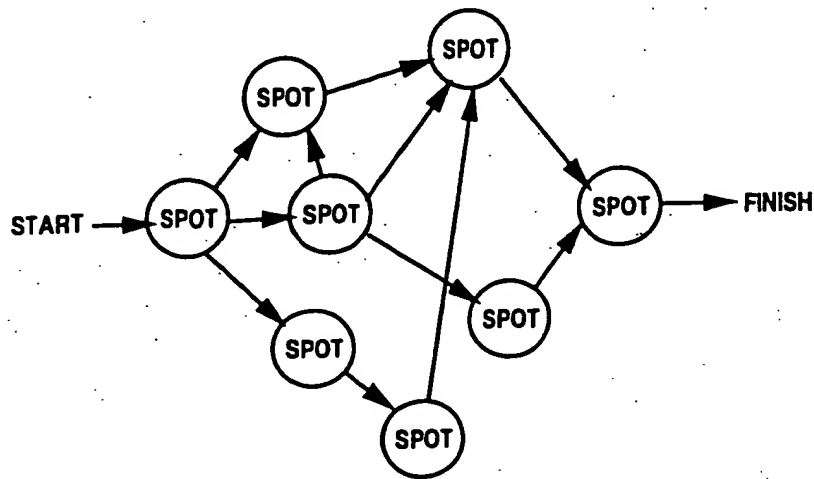


FIG. 8

SPOT Engine

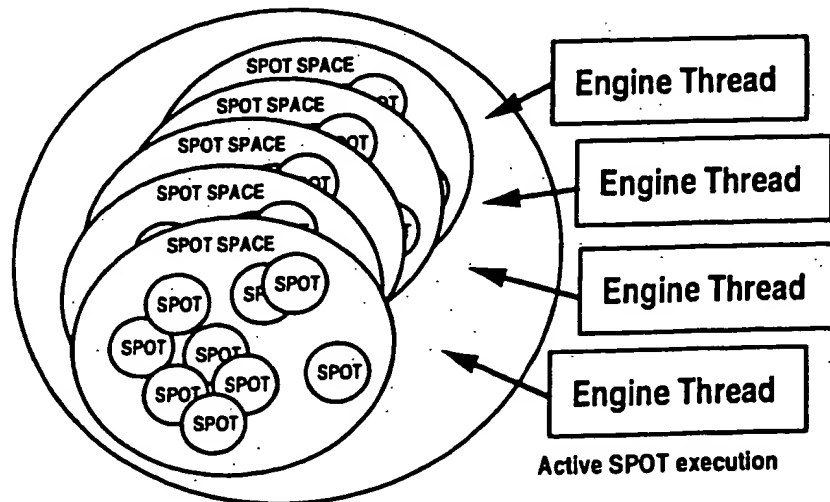


FIG. 9

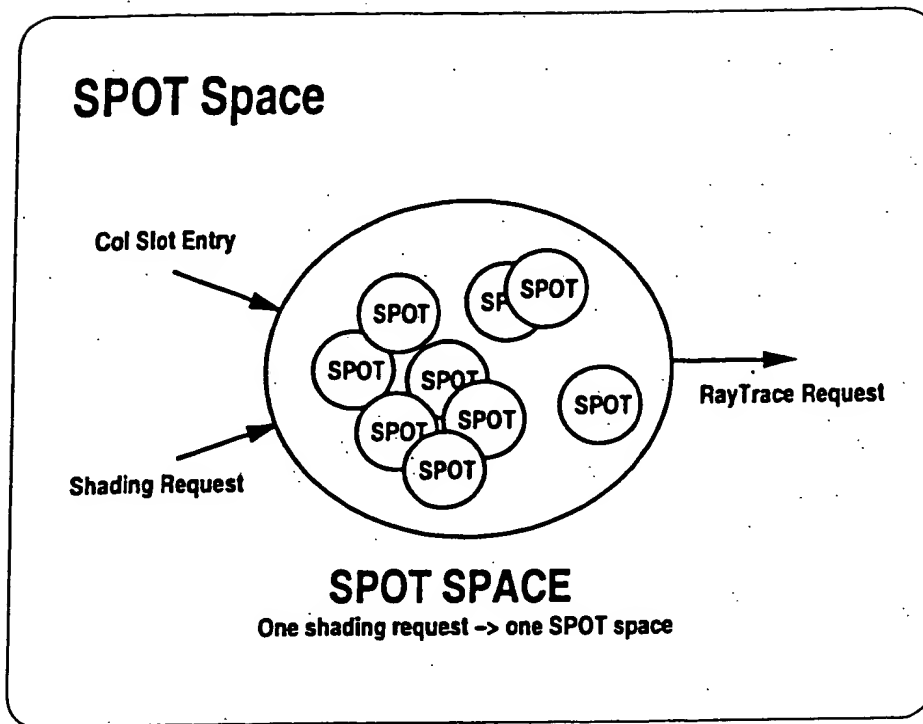


FIG. 10

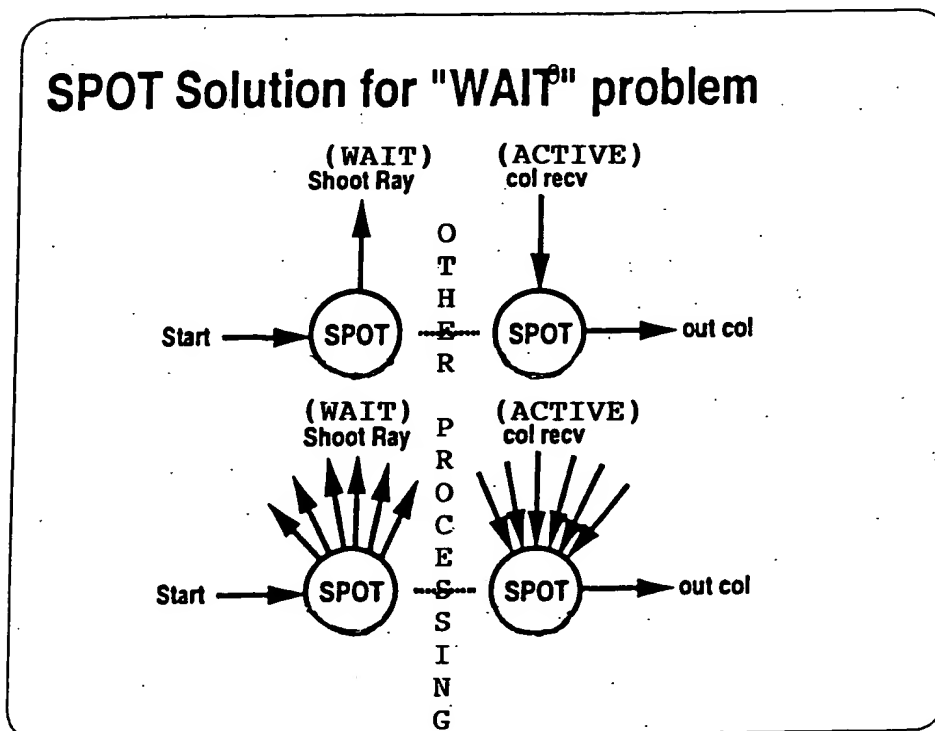


FIG. 11

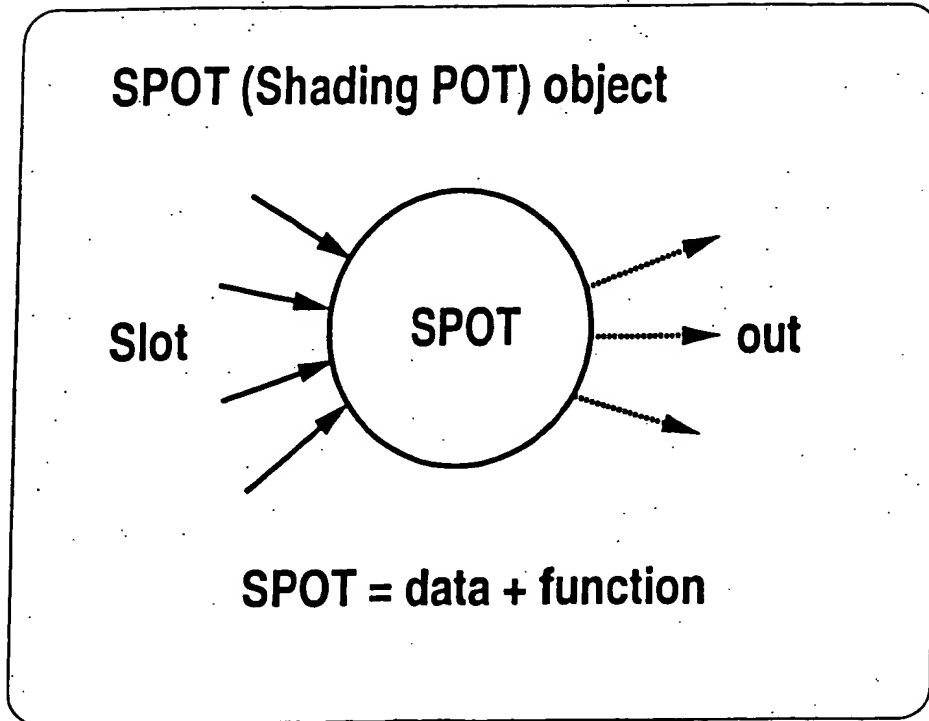


FIG. 12

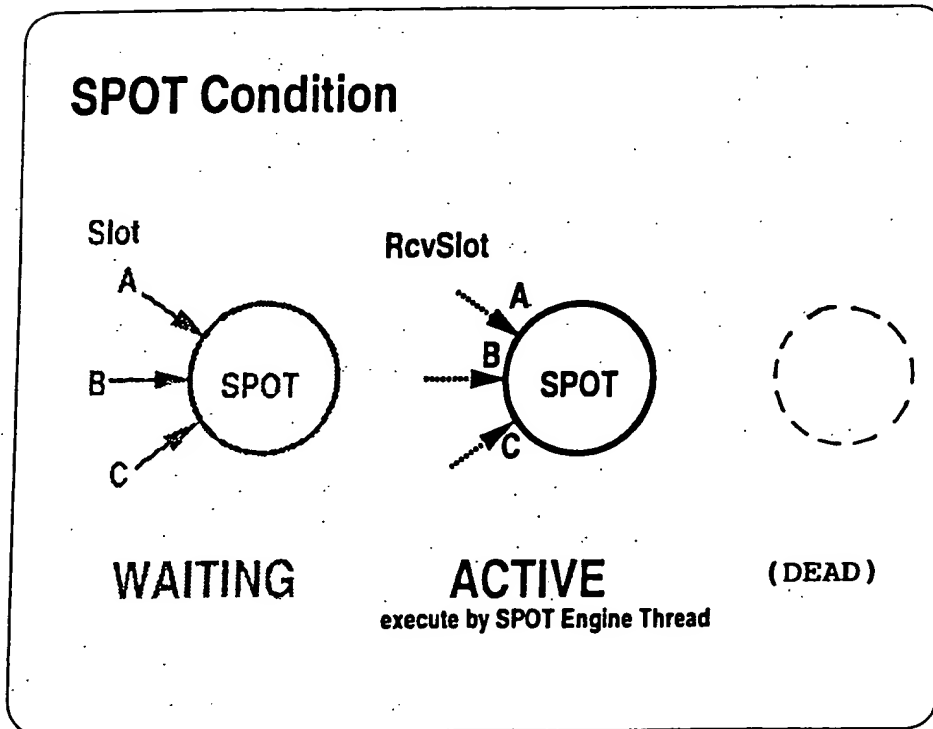


FIG. 13

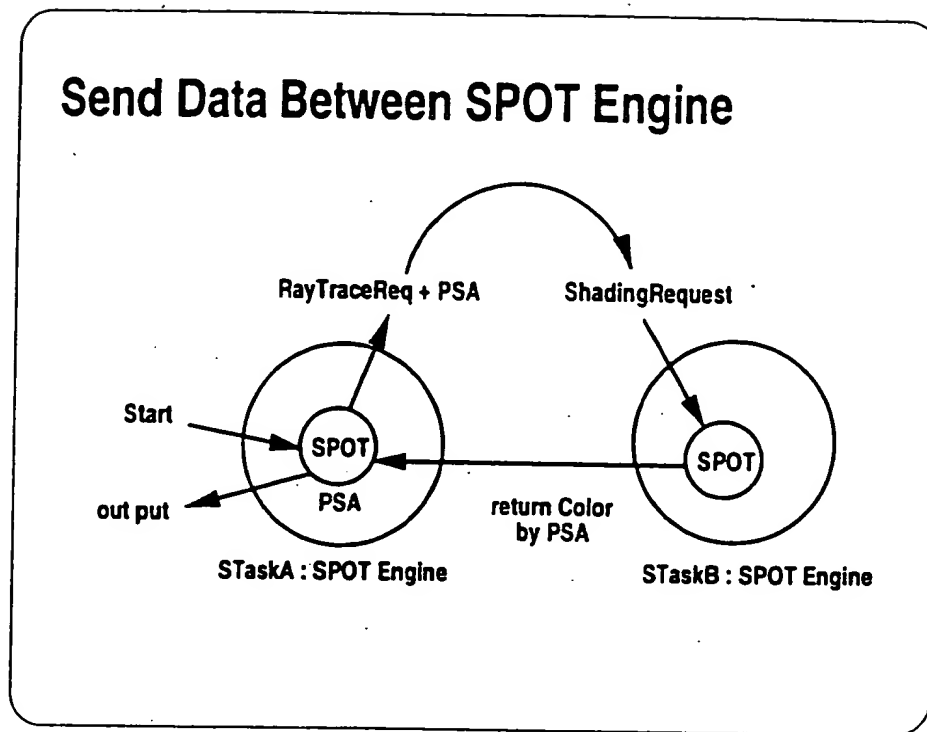


FIG. 14

